

**NOT RECOMMENDED
FOR THE WEAK!**

**SEGA
SPORTS™**

NFL 2K

EVERYONE
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CONTENT RATED BY
ESRB



FEEL THE SPEED!™

**SEGA
SPORTS™**

FLAG TO FLAG



EVERYONE
E
CONTENT RATED BY
ESRB



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**SEGA
SPORTS™**

NBA 2K

OFFICIAL
NBA
LICENSED
PRODUCT

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CONTENT RATED BY
ESRB

51004

SEGA®

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.



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Blood rushes to your head as you get up from the final timeout.

The crowd is deafening, but you block it out, because quite simply - it's crunch time, and you want the rock.

6 seconds left in the game,

and you're down 1. You come off the pick and grab the inbound pass, and immediately you're double-teamed.

Fake left with a quick step, but spin right and sprint down the sideline.

You take a look at the clock and **it's down to 3.**

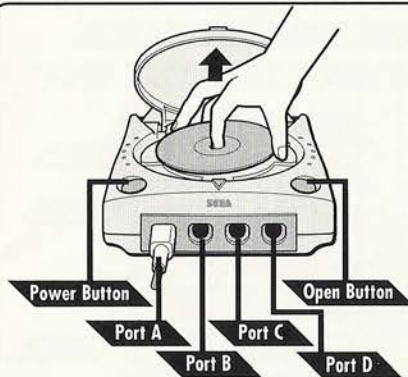
There's one man between you and the basket.

Like a ray of light, you notice the weight of his body shift ever so slightly to your right, it's your only chance so **you crossover left** leaving him on his heels, pull up with 1 second on the clock and launch the trey... **it's up at the buzzer, and... IT'S GOOD, IT'S GOOD!!!**

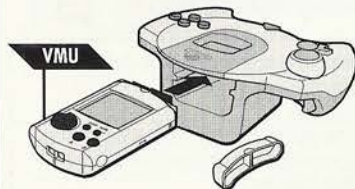
Are you the heir apparent?



STARTING THE GAME



When using a Visual Memory Unit (sold separately), insert it into Expansion Socket 1 of the Dreamcast controller if you wish to use VMU Play Calling.



Note: Sega Sports™ NBA 2K is a one-to four-player game.

Purchase additional controllers (sold separately) to play with two or more people.

Before turning the Dreamcast power ON, connect the controller(s) or other peripheral equipment into the control ports of the Dreamcast.

To return to the title screen at any point during game play, simultaneously press and hold the **A**, **B**, **X**, **Y** and Start Buttons. This will cause the Dreamcast to soft-reset the software and display the title screen.

When using a Jump Pack™ (sold separately), insert it into Expansion Socket 2 of the Dreamcast controller. When the Jump Pack is inserted into Expansion Socket 1 of the controller, the Jump Pack does not lock into place and may fall out during game play or otherwise inhibit game operation.

Radial Menus

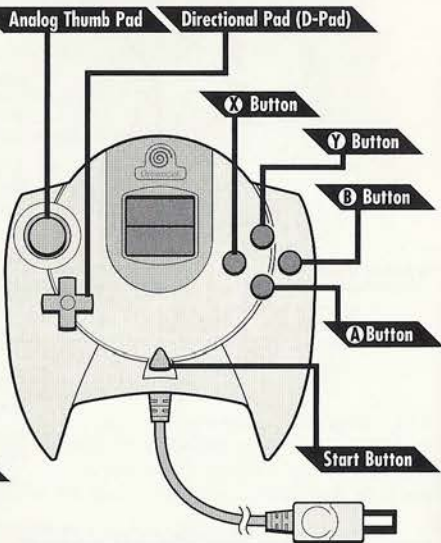
SEGA Sports NBA 2K uses "radial menus." This new, innovative menu system allows you quicker overall navigation. What used to be tedious is now effortless. Press and hold your analog stick in the direction of any option you want, then press **A** to select the highlighted option.



CONTROL SUMMARY

NBA 2K is designed with analog functionality in mind. Analog not only gives you a much fuller range of motion, but also adds to the overall depth of the game due to the level of precision control it provides. Note that the controls and tips offered below refer to NBA 2K's default controls, but alternate control schemes are available as well - in particular, one with D-Pad as the primary control for all you old-schoolers.

NOTE: Never touch the Analog Pad or R/L Triggers while turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.



Spend less time setting up the game and more time playing it.

SEGA TIPS

If at any time you need help navigating through the menus, press **Y** and a Help Screen will help you find your way.

Offense with Ball

Offense with Ball

A	Pass
B	Crossover
X	Shoot/Rebound
Y	Pass Icons
L	Back Down
R	Turbo
D-PAD	Playcall/Shift
D+ A, B, X, Y	Call Play
D+ L	Call for Pick
D+ R	Alley-Oop

NOTE: An alternate D-Pad scheme may be chosen off the Controller screen.

SEGA TIPS

If you press **B** you will execute a crossover, however if you are pressing Turbo **R** at the same time, you will do a spin move.

Basic Offense

Basic Offense

Here are brief descriptions of all your fundamental offensive functions.

Directional Passing **A**

You can pass to any of your teammates by pressing the analog stick in the direction of the intended player, and then pressing **A**.

Icon Passing **Y**

Use icon passing to guarantee that your pass goes to the intended receiver. If you hold down the **Y** trigger, pass icons will appear above each of your teammates. When you've located the player you want to pass to, press the corresponding button. It's worth noting that the following buttons will always pass to the following player positions:

- A** — Point Guard (1 spot)
- B** — Shooting Guard (2 spot)
- X** — Small Forward (3 spot)
- Y** — Power Forward (4 spot)
- R** — Center (5 spot)

NOTE: Memorizing each button/position assignment will help you get the ball to the player you are looking for, even if he is not immediately visible.

Crossover Dribbles **B**

Some people use crossovers simply for stylepoints. Others who know how to use them can effectively "fake out" their defender by faking one direction and going another. Crossovers also give the ball handler the opportunity to change the ball from one hand to the other as a protection technique.

Shooting **X**

The way to shoot is to press and hold the **X** button. When you have reached the top of your jump, release the button to release your shot.

NOTE: If you do not let go of the shoot button, you will land with the ball and receive a traveling violation.

SEGA TIP

For maximum shot percentage, hold down the **X** button and release it at the peak of your jump – the better the shooter you're controlling, the more forgiving the timing.

Layups and Dunks **X**

Both layups and dunks are also on the "shoot button", and it takes a little practice getting used to knowing what kind of shot will be triggered when pressing **X**. The basic rule is that if you are moving toward the basket you will perform a dunk or layup. If you are standing, you will perform a jump shot. The exception is if you find yourself directly under the basket. In this case, players who are able to jump right up and dunk the ball, will do so. Others will put in a layup off the glass. Each NBA player has unique dunk and layup skills. Therefore different players will be able to perform different driving moves (dunks/layups) depending on where on the court they are. Also, the better dunkers will be able to dunk from farther away than other players. In NBA2K, players DUNK first and LAYUP later. Meaning, if they CAN dunk from a particular spot on the floor they will. Otherwise they'll drive in for the layup.

SEGA TIP

Experiment with your favorite players in Practice Mode to find out just exactly what they are made of.

Turbo **R**

Turbo is just like it sounds - it makes you go faster. When the turbo button **R** is pressed, your player will pick up the speed and his momentum will carry an effect into select, subsequent moves.

Advanced Offense

Advanced Offense

Backing Down **L**

Are you a fan of the post up game? Well NBA2K will let you bang it in just like the pros. To muscle your way into the paint, hold down the **L** button, while you move your player toward the basket. Of course, there needs to be a defender there, or you won't have anyone to post up with. When in a post up battle your players' physical size, strength and post up skill, versus the defenders, will determine whether you'll get the defender moving backwards or if you'll find yourself banging against a brick wall. Once you work your way close enough to the basket, press the Shoot button to put up a classic low post hook.

SEGA TIP

For an extra advantage while backing down your player **L**, try pumping the Turbo button **R** each time your player lunges back - this will give you extra effectiveness. Pumping turbo also works for the post defender. To keep the poster out of the paint, pump the Turbo button when the poster "throws" his weight at you.

Don't forget the new NBA post up rule. You can only have your back to the basket for 5 seconds. Bang it in quick and get the shot off or the ref will blow the whistle.

Spin out of Back Down Mode

When in Back Down Mode, release the **L** button and press the analog toward the basket to perform a spin out of backdown move.

NOTE: The success of your spin move will be based on how favorably the ballhandler's speed compares to the defensive player's.

Alley-Oops **D-Pad** + **R**

Press D-Pad then the right trigger button **R** to throw your teammate an alley-oop.

Two things are certain with alley-oops:

1. You will ALWAYS throw an alley-oop pass regardless of whether or not your player is in position to finish the play.
2. An alley-oop pass will always be passed to your teammate that is closest to the basket - so check to see who it is and if he has an open lane.



SEGA TIP

If your player wants you to throw an alley-oop pass, you will see him wave his hand while running toward the basket. However, it is not necessary for him to wave his hand for you to complete the play.

Pivot Mode

If you do not move your player upon receiving a pass, he will be in Pivot Mode. He will automatically attempt to protect the ball, by shielding it with his body while your stick is in neutral. Don't wait too long however, because he won't be able to shield them off all day!

Pump Fakes

To get an open shot, tap the Shoot button **X** and pump fake the defender into the air. An "uncontested" shot has a much higher probability of going in, so if you wait until your defender is on his way back down before you initiate your shot, your odds of making the shot will greatly improve.

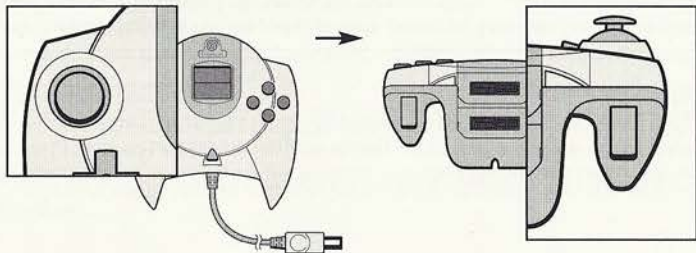
SEGA TIP

To perform a "Show and Go", try doing a pump fake, then when your defender has gone for the fake, you can quickly drive around him to the basket.

NOTE: A show and go is only possible, if you have not already used your dribble.

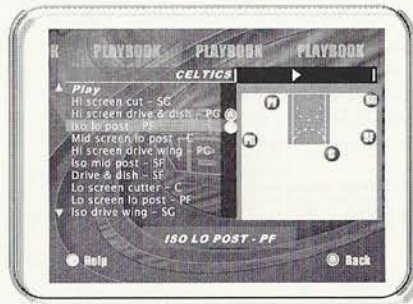
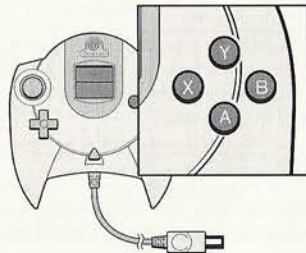
Calling for Pick

Try having a teammate set a pick for you to get that pesky defender off. To do this, hit the **D-Pad**, and then the **L** trigger button – your nearest teammate will create a wall for you to go around to shed your defender.



Playcalling

Each team has 16 plays in their playbook. You can select from (4) plays via the in-game playcall menu, which is brought up by pressing the **D-Pad**. From there you call the play you want with the corresponding button. If you want to assign different plays to the playcall menu, you do so in the coach/playbook menu. While in the game press **D-Pad** and then **A**, **B**, **X** or **Y** to activate a particular play.



SEGA TIP

If you have memorized which plays are on which button, it is not necessary to even view the menu. Hit the D-pad and the corresponding button immediately afterwards, before the menu comes up.

Touch Passing

Press **A** to pass the ball to your teammate. Then before he receives the ball, tap the pass button again to execute a touch pass to the next player you want to pass to. Touch passing is a useful technique for those who can quickly anticipate where they want the ball to go to next.

Clearing Out

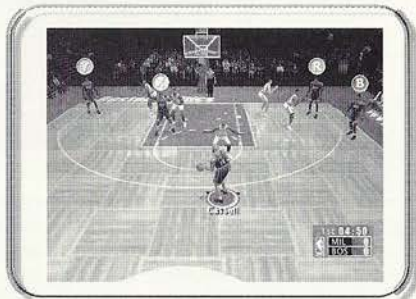
After you grab a rebound, if you repeatedly press the **B** button BEFORE YOU LAND, you will "clear out" defenders around you. This is a good way of protecting the ball from defenders trying to swipe at the ball as you land.

Pass Out of Shot

Try passing out of your shot by pressing the shoot **X** button, then pressing the pass **A** button while on your way up. You MUST roll your finger from the shoot button over to the pass button to execute this move – if you release your finger from the shoot button, the shot will be released before you can pass the ball.

SEGA TIP

If you can draw an extra defender to you by initiating a jump shot, passing out of your shot to the open man is an extremely effective way of exploiting the defense.



Defense

Defense

A	Swap
B	Steal
X	Block/Rebound
Y	Last Defender
L	Face Up
R	Turbo
D-PAD	Defensive Set/Shift
D+ A, B, X, Y	Call Set
D+ L	Call for Double Team
D+ R	Call for Intentional Foul

NOTE: An alternate D-Pad scheme may be chosen off the Controller screen.

Basic Defense

Basic Defense

The following are general descriptions of the basic defensive controls.

Swapping **A**

Swapping allows you to switch into the player closest to the ball handler. The purpose of swap is to always give you a chance at making the defensive play by selecting the player with the best chance of stopping the offense.

Stealing **B**

Press **B** to execute a steal – you must get your hand on the ball to knock it away, or else you'll be called for a reach-in foul.

SEGA TIP

For the best chance at getting a steal, try facing up the ball handler by pressing the Left trigger **L**, and then Steal **B** and get ready to hit your outlet man for the fast break. You can also attempt running steals, which knock the ball loose.

Blocking **X**

Blocking is an effective way of stopping a ball handler's shot from going in the basket. If you are in front of an opponent that is attempting a shot, pressing Block **X** will either knock the ball down, or diminish the probability of the shot's success.

Last Defender **Y**

This will give you the player closest to your opponent's basket. This is a particularly useful button when you need to defend against a breakaway basket, and you only have 1 man back. It is also useful, if you simply want to gain control of one of your low post players in the half court.

Advanced Defense

Advanced Defense

The following are general descriptions of the advanced defensive controls.

Facing Up

This is the best position you can be in to stop a player from driving past you by essentially making you a "bigger" object to get around. The disadvantage is that you have slower movement in this lateral position, however you can compensate for this by simultaneously pressing Turbo **R**.

Defending Passes

You can actually jump in front of passes to deflect them away from their target and into your own possession – however, you need to be quick to get the loose balls.

SEGA TIP

To pick up a loose ball, simply guide your player to the ball and he will automatically pick it up.

Defensive Sets

Options available are: Full Court Press, Half Court Press, Half Court Trap, and Half Court Set. Defensive sets works in the same way the offensive playcall menu work. Press D-Pad to bring up the menu and press **A**, **B**, **X**, **Y** to select the defensive set.

- ⇨ Full Court Press. Defenders pick up their man AT THE INBOUND.
- ⇨ Half Court Press. Defenders pick up their man at the half court line.
- ⇨ Half Court Trap. Defenders try to TRAP the ballhandler at the half court line.
- ⇨ Half Court Set. Instructs players on your team to set up in a basic Half Court Set.

Intentional Foul

Whether your opponent is going to make an easy, uncontested basket, or you just need to stop the clock, you can do so by executing an intentional foul – this is done by first holding down the **R** button, and then pressing the **L** button while making contact with the ball handler.

NOTE: The difference between calling for an I.F. and committing one, is that by calling for one, you've told the rest of your teammates to commit one as well, so whoever is most able will do so. All teammates will be in I.F. mode until either a foul is committed or there is a dead ball situation, in which case you would have to call for I.F. again to reinstate the order.

Calling for Double Team

You can call for a double team at any time, by pressing the D-pad, and then the **L** button. The nearest teammate will switch from his man over to yours and help tighten the defense on the ballhandler.



Defending the Post. To keep a posting player from backing you in, try pumping turbo at the same time the poster is throwing his weight at you.

Offense Without Ball

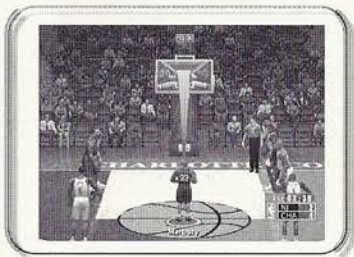
Offense Without Ball

A	Change Player
B	Set Pick
X	Rebound
Y	Call for pass
L	Call for shot
R	Turbo
D-PAD	Playcall
D+ A, B, X, Y	Call Play
D+ L	N/A
D+ R	N/A

Free Throws

NBA 2K has developed an innovative, new Free Throw system. The trick to successful FT shooting is to press both trigger buttons **L** and **R** simultaneously and also at the same level for each. When you have managed to line the arrows together over the basket, press Shoot **X** to release your shot.

NOTE: Each player does their signature Free Throw routine, however, if you want to bypass this and go straight to the shot, press your triggers to bring up the FT arrows.



SEGA TIP

If you don't squeeze both triggers **AT THE SAME TIME**, your shot will be off. You cannot press one down, then try to compensate with the other trigger - the two must become one. Daniel-san!

Game Set-Up

Main Menu

Exhibition

Choose any two teams in the league and take it out on the court.

Quick Start

Go straight to the tip-off with two randomly selected teams.

NOTE: The team you control will always default to the home team.

Season

Take your team(s) through a full 82 game season, or customize to 56, 28 or 14. We'll track your player and team stats, and let you see how you stack up against the rest of the league. Enter a User Profile, and your own personal records will be kept as well.

NOTE: Before you tip off your season, make sure you have a VMU to save it out.

SEGA TIP

You can take a created team through Season mode or Playoffs.

Playoffs

There's nothing like playoff basketball. Playoff mode let's you bypass the regular season yet still gun for the prize. The structure follows NBA regulated rules, but you can customize each series to be either 7, 5, 3 games or 1.

Practice

NBA legends weren't built overnight – hey, it might take 100 jump shots a day! The Shot Rater will help you perfect your form and timing. In fact, you can refine all aspects of your offensive game, either solo or with a buddy, in the exclusive SEGA Sports arena.

In practice, all 5 of your starters are going to be on the sideline at the beginning, so that you can practice with anyone (and it is easy to have more controllers come in). If players want to change who they are practicing with, they can go to the substitutions menu. Having a bunch of players in practice also lets people practice icon passing and touch passing, and makes it a great place to practice pass out of shot.

NOTE: You can practice with any player you want, by selecting them off the Pause menu.

Options

Exactly what are your options? Adjust game parameters here.

NBA Rules

Every rule in the game is adjustable, or is able to be turned OFF – so check them out, you may want to make your “own rules”.

NOTE: The NBA has implemented new rules for the 1999-2000 season, and these are incorporated into the game.

GamePlay

Here you can adjust difficulty level, game speed, quarter length, injuries and more.

Simulation Mode vs. Arcade Mode

Simulation mode is going to give you the closest NBA action available: player fatigue, fouls, injuries, you name it. If you're looking for more of a casual experience, you may want to try out Arcade mode, where the jumps are a little bit higher, the dunks are a little bit bigger and all of the rules are thrown out the window.

Presentation

Adjust sound effects, commentary, music, overlays and more.

Controller

Check out the different control schemes, you may find one your thumbs like better.

Codes

Free, hidden stuff! We got'em but we're not tellin'.

Customize

Create your own players or team, and check out your user records.

Create Player

Whether you want to create a 7-foot monster or just re-create a hot college prospect, you can mastermind it here. Scale each individual body part, shape the face any way you want, and distribute the attribute points to find that perfect fit for your team.

Pre-Set Players

To make things a little easier for you, there are 3 groups of pre-set attributes laid out for each position available. Whether you're looking for that prototypical point guard or that defensive minded big man, you can find them here. If you want, you can simply use their attributes as a base, and then modify the points as you see fit.

NOTE: You also have 10 additional points to distribute where you want.

Create Team

Create Team

Rosters

Check out any player on any roster, complete with statistics and ratings.

Trades

Searching for that impact player? Take a shot at GM, and strike a deal for your ballclub. Up to 3 players from each team may be traded in any single transaction.

Lineups

This allows you to create up to 8 customized lineups to choose from in the Substitution menu. Whether you need a 3 point lineup, a rebounding unit or maybe you want your best ball handling personnel on the court, you can arrange it all here, and save yourself from the tedious player by player substitution.

Importing

Let's say you're at a friend's house and you want to use your created team, created player and/or user records, simply insert your VMU into their Dreamcast, and all of your personalized information will be there.

NOTE: All information is retrievable from their appropriate areas, i.e. Created Teams can be selected from Team Select.

User Records

Go here to enter your user name and create your profile. After you've got some games under your belt, check back here to see if your scores crack the Top 10.

In Game

Coach

Coach let's you do just that - coach your team. Make all necessary strategy adjustments.

Orders

Here you can determine these various assignments for your team's players:

- ↪ Defensive pressure: Regular, Tight or Loose
- ↪ Position defended: Make your defensive assignments, i.e. if you want Pippen to guard the other team's point guard, do it here.
- ↪ Double team: Determine who your defensive focus will be centered upon.

Timeouts

When looking to call a timeout, press start and go to the pause menu. You will always be shown how many timeouts you have left before you choose to use 1 or not - only 3 per half, use them wisely.

Substitutions

Keep your lineup fresh and out of foul trouble. Substitute in any of your desired bench players. You can make single player for player substitutions, multiple player substitutions OR change the whole lineup. Press **L** and **R** to scroll through the available lineups.



Getting abused in the paint? Send in your Big lineup. Can't get any easy baskets? Send in your small lineup and try to make speed and quickness work for you. Need a quick 3? Use the 3 point lineup. Lineups are a quick and easy way to change the look of your team.

Substitutions (Cont.)

Settings

The settings determine how you want substitutions to take place (Auto or Manual), what pace you want your team to play (Game Tempo), their fast break, and their rebounds.

Playbook

What plays do you want your team to be able to choose from? Check out animated, playthrough diagrams, and re-assign specific plays to each button if you so desire.

SEGA TIP If you're in the final possessions of a playoff game and the game is pretty much decided, (you're winning by a ton or losing by a ton) use the lineups feature to sub in your 3rd stringers. No point in risking an injury to your star players in the final seconds. Pull out your starters and save them for the next game!

Pause Menu

Pause Menu

Stats

Current game stats from both teams, as well as an updated injury report can be accessed here.

*Note: All stats in game are sortable by pressing the **A** button on any category.*

Cameras

There are 8 camera angles to choose from. You can preview each one and select which is best for your preferred playability.

Settings

All of the cameras have some advanced settings that you can modify. These are:

- Key Zoom** _____ Will cause the camera to zoom in on the paint, whenever the ball enters the low post.
- Auto Flip** _____ When on, in Full Court camera mode, swings the camera on every change of possession.
- Reverse Angle** _____ Places the camera on the opposite side of the court while maintaining the same angle.

Replay Controls

Replay Controls

A	Play at real time speed
B	Zoom out
X	Zoom in
Y	Replay panel ON/OFF
L	Rewind (analog)
R	Fast forward (analog)
D-PAD	Moves aim indicator

Note: While moving the aim indicator, you can also "lock on" to any player to follow them throughout the entire replay. To do so, simply move the aim indicator directly on top of whatever target you wish to track.

Fantasy Draft

Ever wonder what it's like to be in a team's war room during the NBA Draft? This may be as close as you ever get. To conduct a full league fantasy draft before starting your season, set fantasy draft ON in the season setting menu. If you choose to do a draft, you will be shown a list of teams from which you can draft for. Up to four users can participate in the draft. Enter a user name for any teams you want to select and the Dreamcast will draft for all unselected teams.

Note: You can choose as many teams as you want to pick for in the draft.

SEGA

TIP

If you want to increase the speed of the team selections, press X to do so.

VMU Features

Your VMU screen will display various information and messages during gameplay. Things you can expect to see are:

- ⇨ Fun messages after dunks, 3-pointers, blocks, alley-oops, last second shots and more
- ⇨ Players' number and position when you have the Pass Icons up
- ⇨ Players' foul situation, after a foul has been committed
- ⇨ Players' energy situation, from time to time
- ⇨ Individual player's energy, when he first becomes fatigued
- ⇨ Team timeout review, when either team has called a timeout
- ⇨ Shot rater and percentage, when a shot has been taken

Saving

The game automatically saves data for you after you exit a savable mode (Season, Playoffs, etc.) What will they think of next?

Credits

Credits

VISUAL CONCEPTS CREDITS

Lead Engineer

Aki Rimpilainen

Director of Technology

Tim Walter

Art Director

Matthew Crysedale

Lead Library Engineer

Chuck Batson

Audio Director

Brian Luzietti

Lead Tools Engineer

Audrey Seymour

Engineers

Trevor Stricker

Bob Alexander

Johnnie Yang

Matthew Hamre

Chris Larson

Mark Horsley

Gary Arnold

Shawn Lee

Nick Jones

Scott Patterson

Artists

Kurt Lai-Fatt

David Dame

Kaj "The Man" Swift

Eric Apel

Ray Wong

Desha Chanhudara

Cameron Chun

Joyce Rietveld

Quinn Kaneko

Nelson Wang

Avril Harrison

Steve Paris

Sound Designer

Larry Peacock

Tools Engineers

Joshua Lee

Brian K. Hughes

Nick Verne

Executive Producer

Greg Thomas

Project Manager

Asif Chaudhri

Assistant Project Manager

Rustin Lee

Quality Assurance

Rick Andraschko

Special Thanks

Jeff Thomas

Wayne Herman

Alice Crysedale

Richard Yee

Tim Meekins

Solano College Players

SEGA CREDITS**Senior Producer**

Marcus Matthews

Producer

Tracy Johnson

Assistant Producer

Derrick Aynaga

Sega Sports Team

Lorne Asuncion

Kirby Fong

David Perkinson

Matt Underwood

Director, Sports Marketing

Martha Hill

Associate Product Manager

Stacey Kerr

Special Consultant

Rod Higgins - Golden State Warriors

Motion Capture Talent

Tony Delk
Charles BO Outlaw
Roy Byrd
Ward Farris
Dave Paniagua
Waliyy HOOK Abdur-Rahim
Saif Abdur-Rahim
Seth Sundberg
Kuwan Roach

Motion Capture

House Of Moves
Jarrod Phillips
Tom Tolles
James Scanlon

Goal Line Productions

Paul Levine
Cheryl Levine
Joe Madden

Audio Script Writing

Rob Thomas

Voice Over

Dick Callahan as PA Announcer
Bob Fitzgerald as Play By Play
Rod Brooks as the Color Announcer
Mark VanGelder as In Studio
Mary Windeshar as Oncourt Person

Recording Studio

Conscious Sound Studios
Benjamin Grant DePauw

Playbook Design

Rod Higgins/Golden State Warriors
Derrick Aynaga

Player Rating and Stat Database

Matt Underwood
Derrick Aynaga
Lorne Asuncion

Lead Testers

David Paniagua
Ed Brady

Assistant Leads

Willie Wareham

Testers

Joey Edwards
Scott Etkin
David Fischer
Joe Gora
Jason Hill
Abe Navarro
Jermaine Ong
Patrick Pendergast
Rick Ribble
Jonas Robledo
Todd Slepian
Dan Windrem

Special Thanks - Sega of America

Geraldine Vargas
Makoto Kaneshiro

Lynne Poirier
Peter Moore
Andrew Stein
Undyne Stafford
Kathleen Joyce
Shinobu Toyoda
Jane Thompson
Karen Kress
Charlie Bellfield
Dave Karraker
Jennifer Walker
Karen Schachter
Teri Higgins
Fred Huey
John Cheng
Cindy Jenney
Sandy Castagnola
Sheri Hockaday
John Amirkhan
Joanne Eastman
Sean Doidge
Mike McCollum
Mitzi Reagan
Roxana Armour

Eric Hammond
Scott Hartin
Neal Robison
Gary Lake
Judy Jette
Tom Miley
Toshi Morita
Alex Villagran
Jim Yamashita

Special Thanks - Sega of Japan

Shoichiro Irimajiri
Kenichi Iwanaga
Masaki Kawahori
Shoji Nishikawa
Keiko Terashima
Shuji Utsumi

Special Thanks - NEC

M. Imanishi

Manual Design

Richard Verdoni

NBA Entertainment, Inc.

Greg Lassen
Shana Hoernke

Player Headshots
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